

FIG. 2

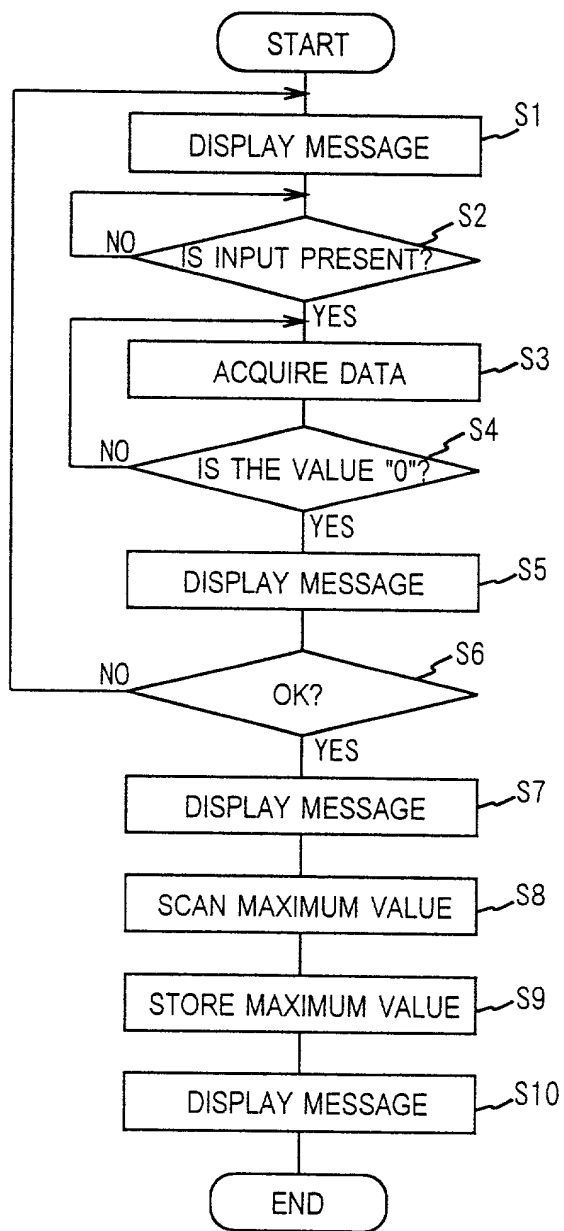


FIG. 3

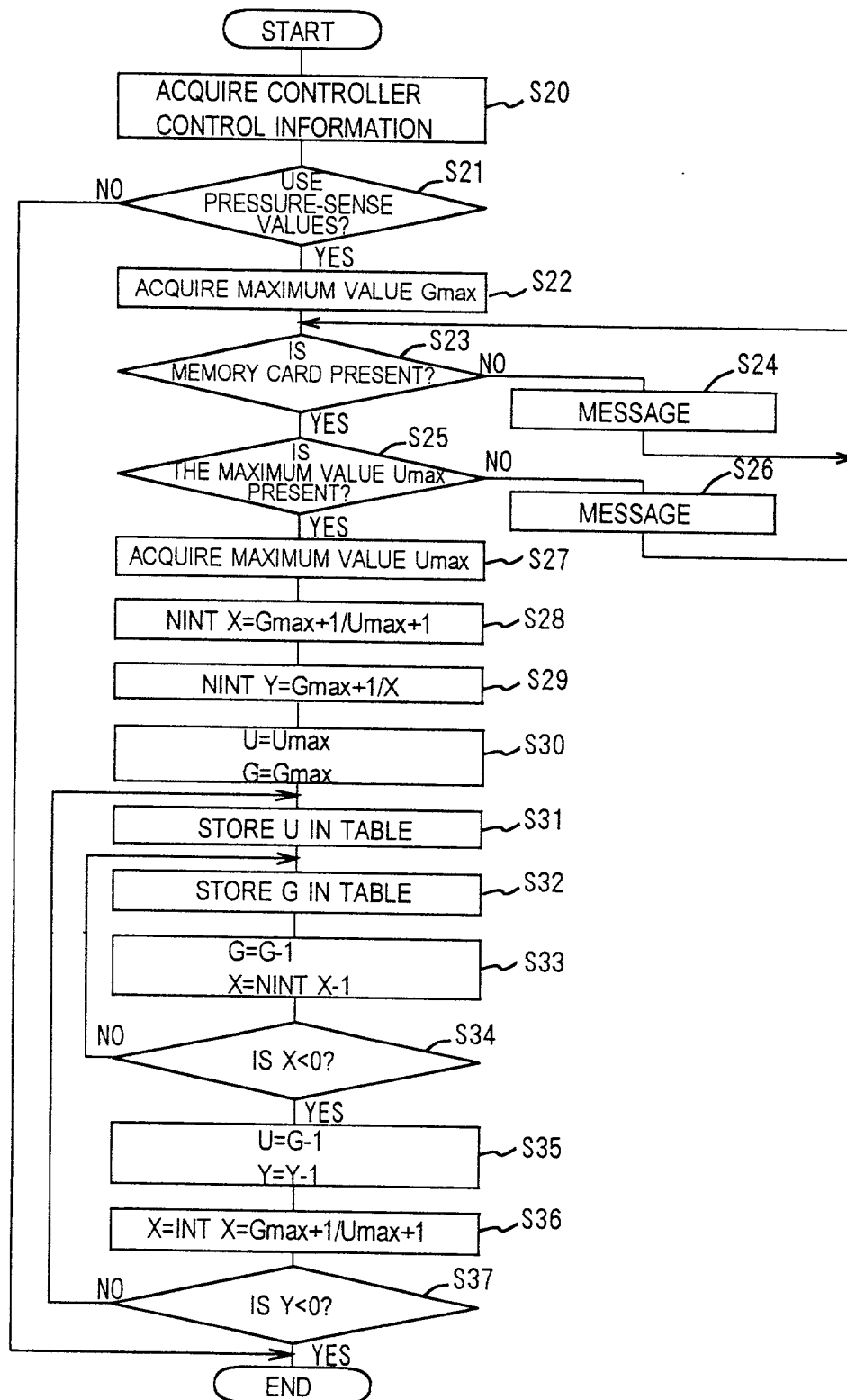


FIG. 4

U	G
0	0~15
1	16~25
2	26~35
...	...
23	236~245
24	246~255

FIG. 5

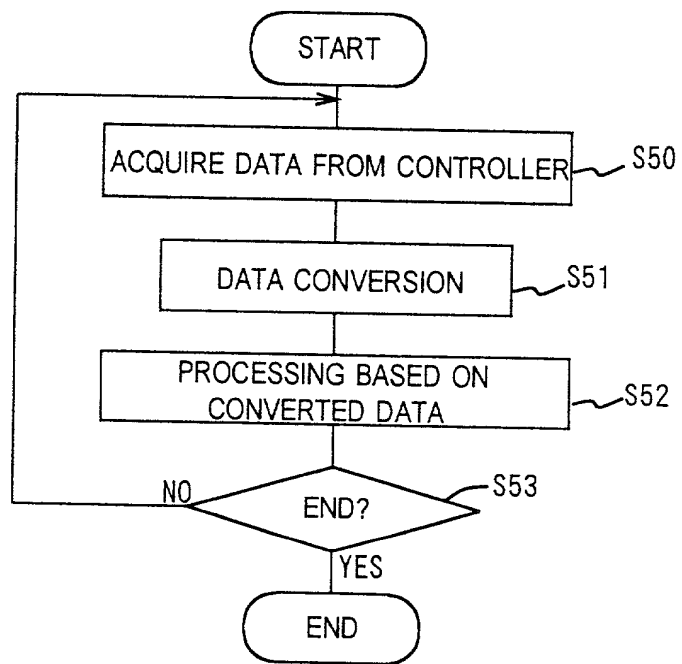


FIG. 6

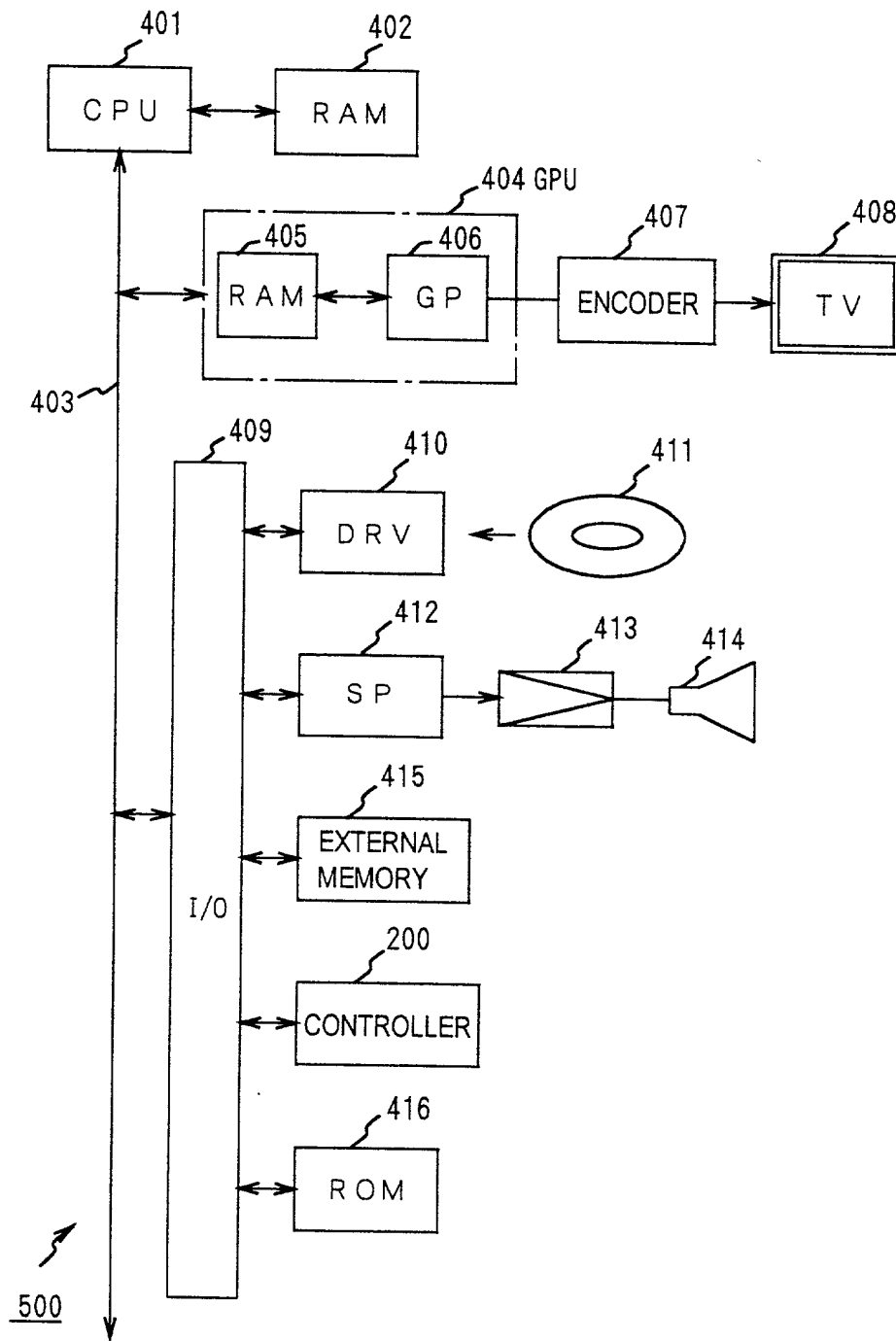


FIG. 8

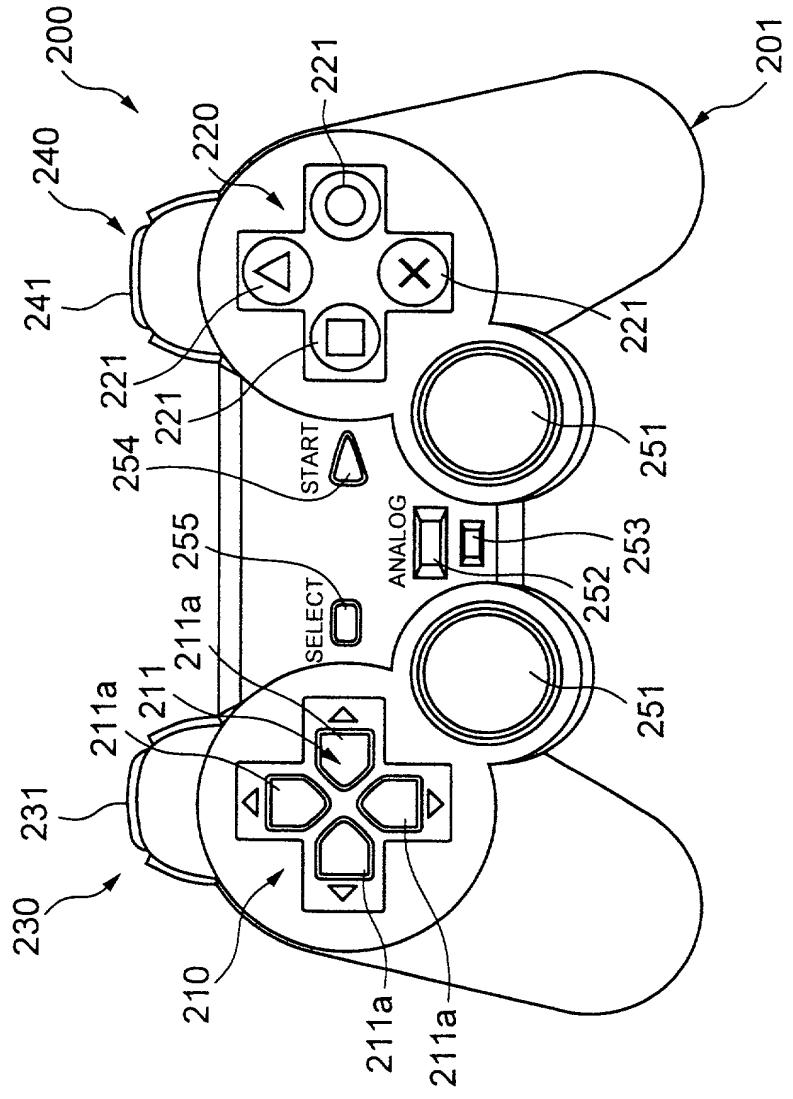


FIG. 9

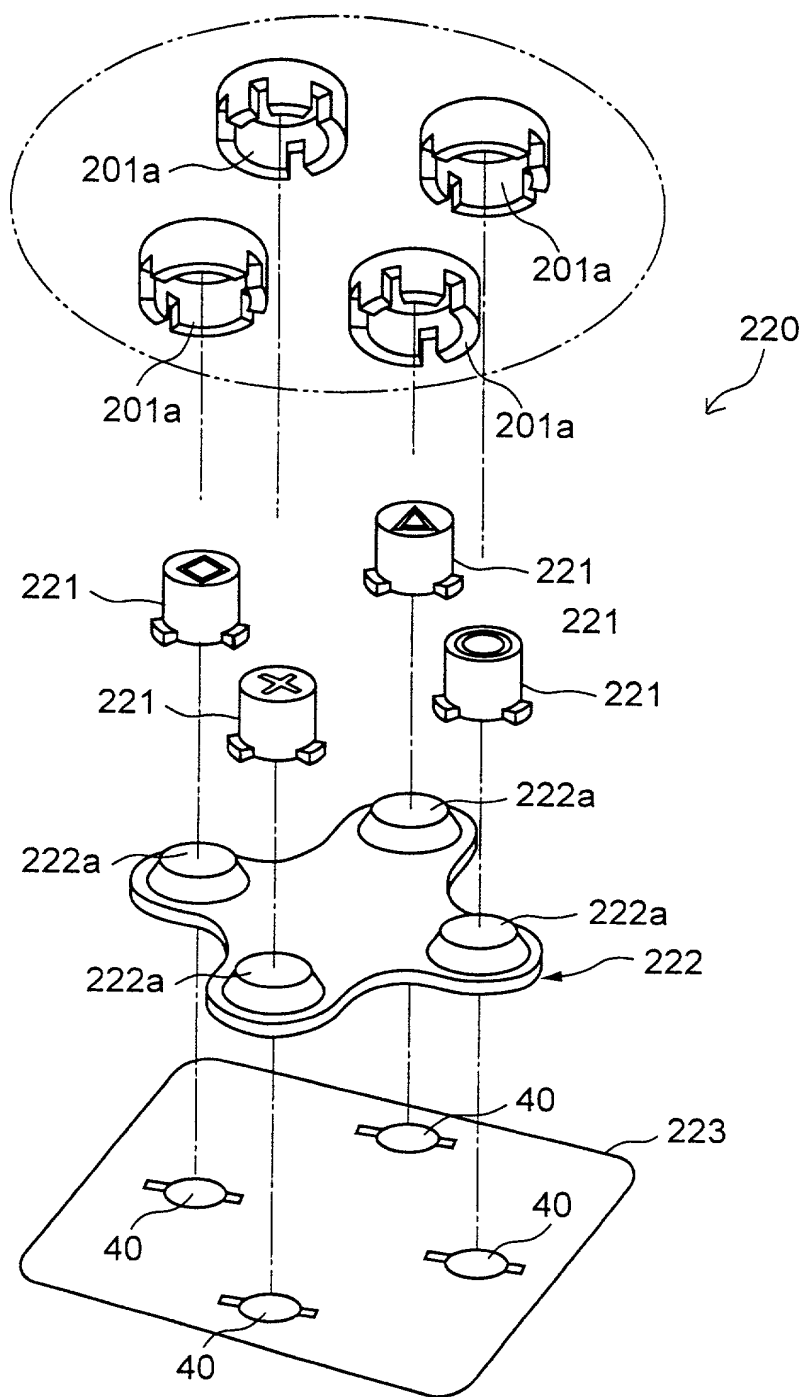


FIG. 10

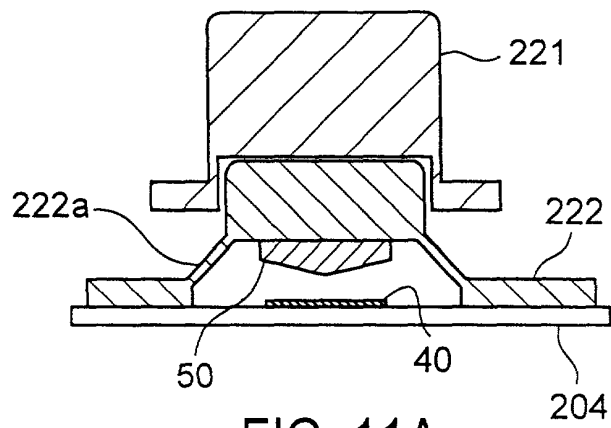


FIG. 11A

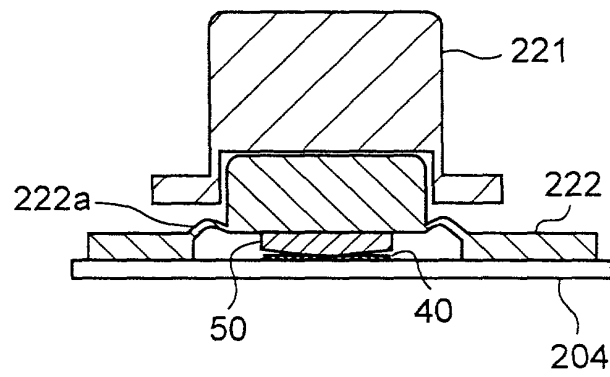


FIG. 11B

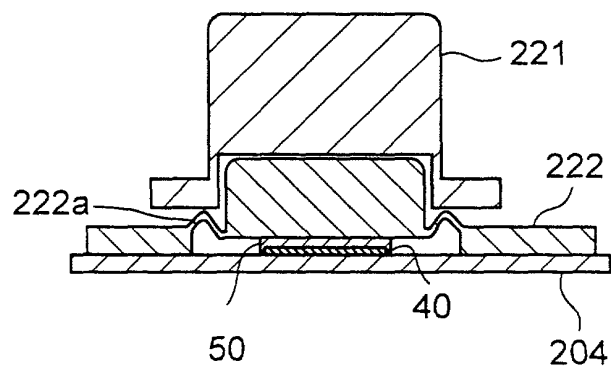


FIG. 11C

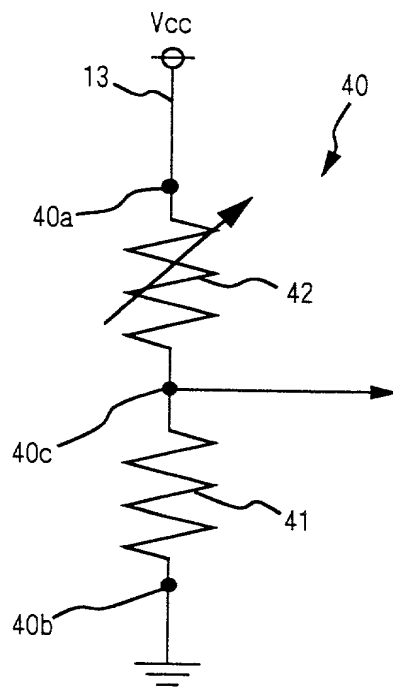


FIG. 12

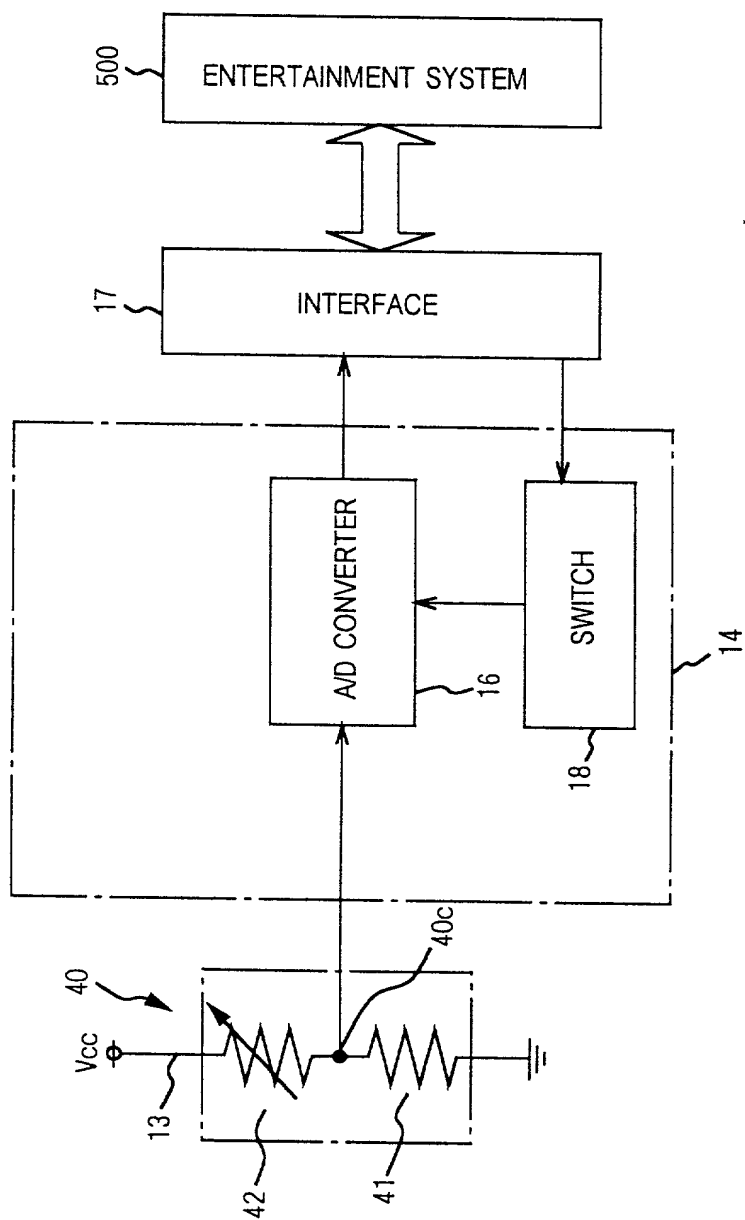


FIG. 13

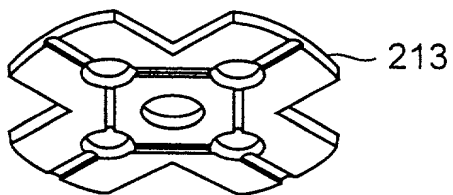
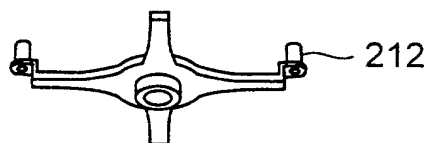
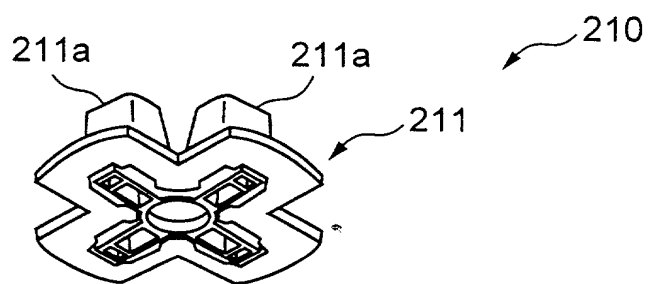
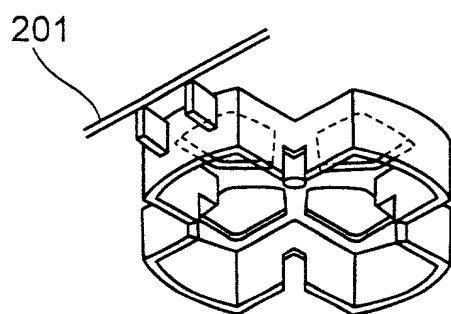


FIG. 14

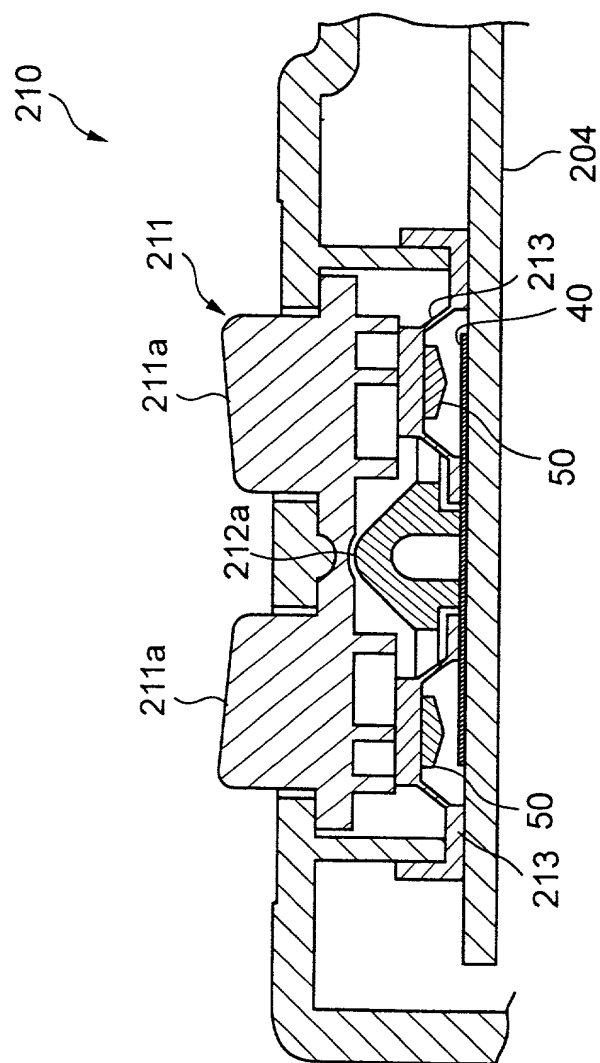


FIG. 15

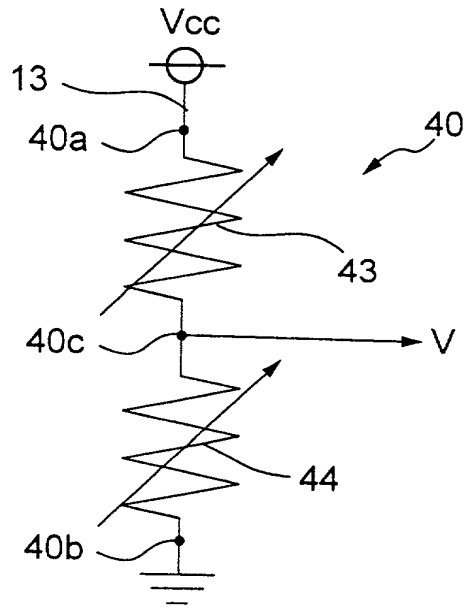


FIG. 16

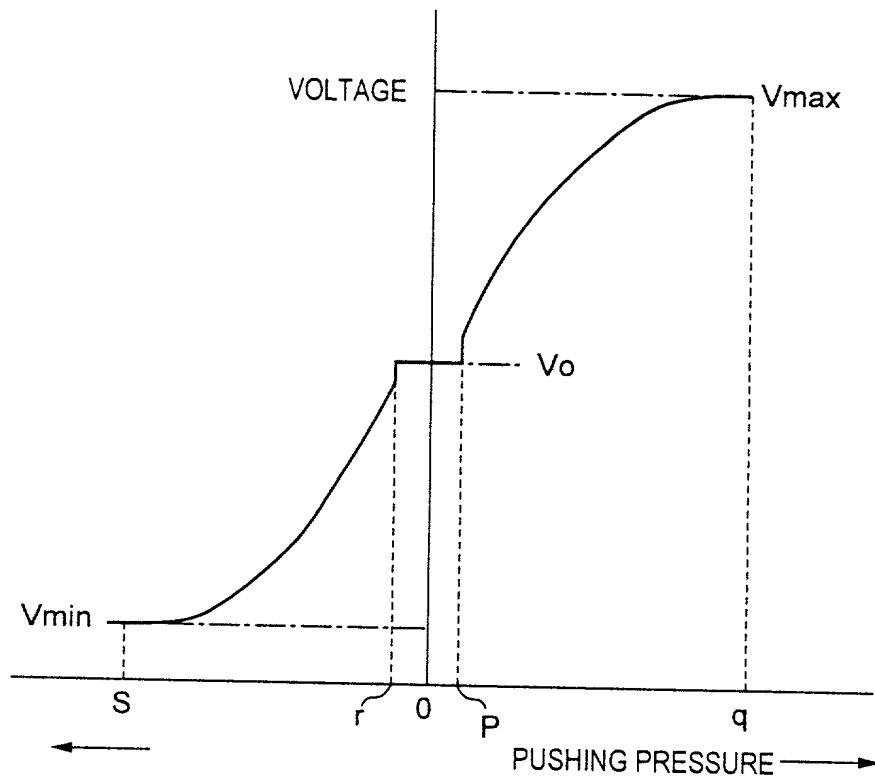


FIG. 17

FIG. 18 is a block diagram of an entertainment system 500, which includes an interface 17, an A/D converter 16, a switch 18, and a sensor 40. The interface 17 is connected to the entertainment system 500 and the A/D converter 16. The A/D converter 16 is connected to the switch 18. The switch 18 is connected to the sensor 40. The sensor 40 includes a variable resistor 43 and a fixed resistor 44, which are connected to a voltage source Vcc and ground, respectively. The sensor 40 is also connected to the A/D converter 16.

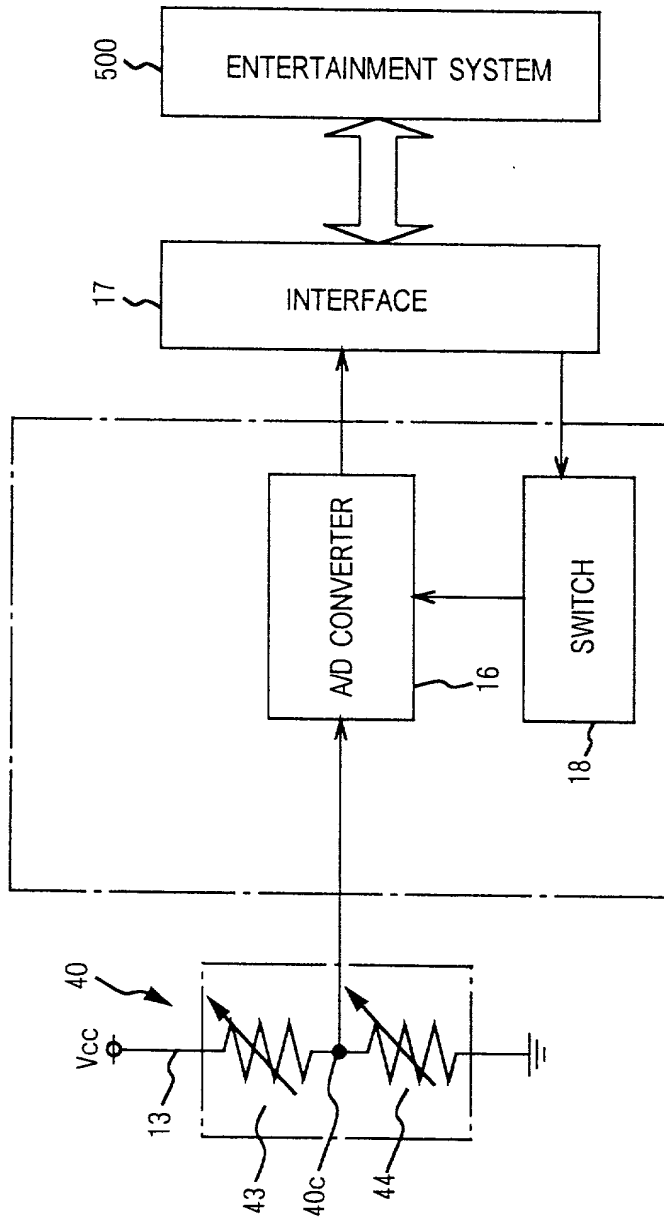


FIG. 18

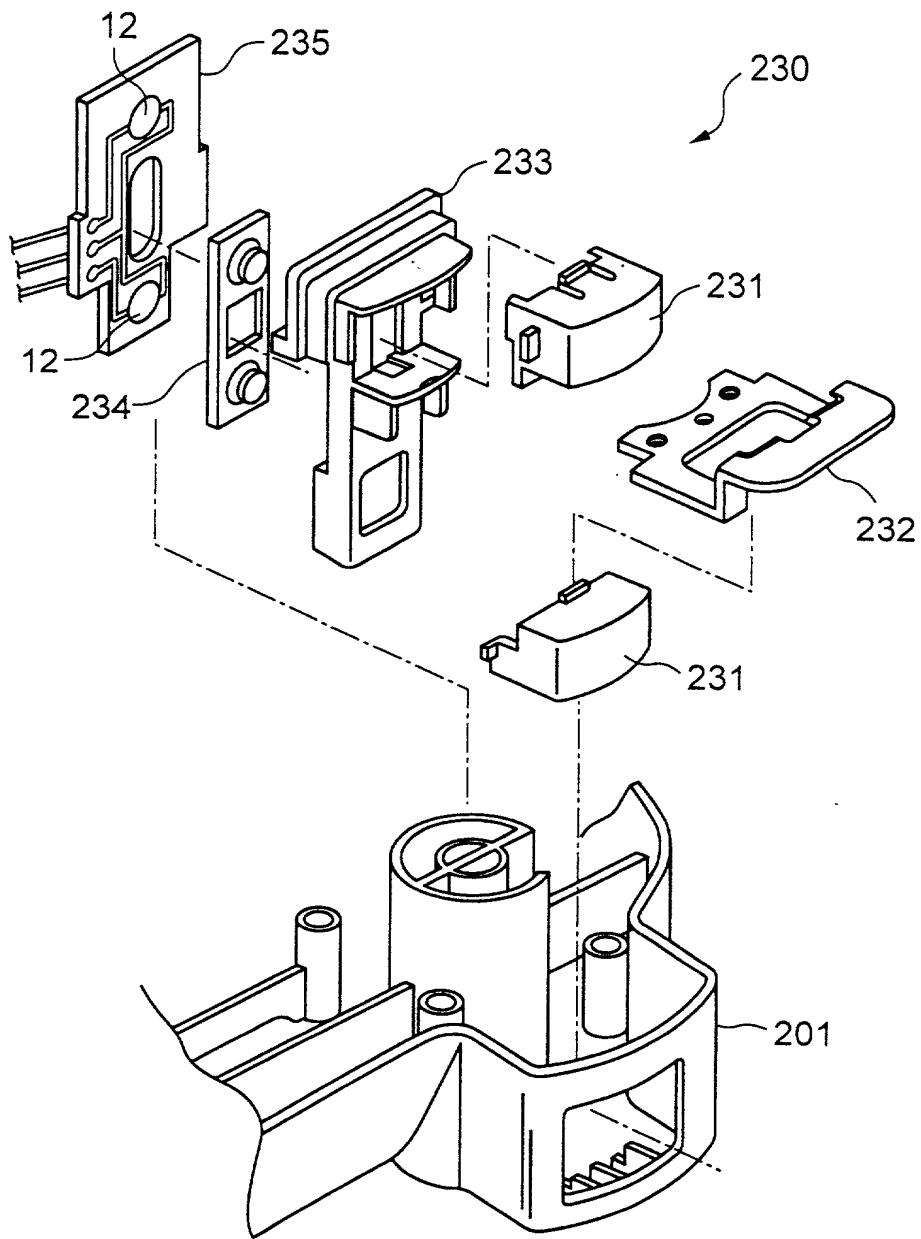


FIG. 19